



# National University of Sciences and Technology

## School of Art, Design and Architecture

<b>Course Title:</b>	Computer Graphics I	<b>Course Code:</b>	ID 315
<b>Credit Hours:</b>	3(1-2)	<b>Semester:</b>	Fifth – Fall
<b>Instructor:</b> <b>Email:</b> <b>Website:</b>			
<b>Counseling Hours:</b>			
<b>Research Assistant:</b> <b>Email:</b> <b>Website:</b>		<b>Office:</b>  <b>Extension:</b>	

**Pre-requisites:** ID 214

**Course Description:**

*Course Objectives:*

- Understanding of CAD tools for drafting & 3D Presentation
- Understanding of Modeling, animation and rendering using different techniques
- Basic to intermediate level CAD sketching skills using tablet/direct input
- Understanding of 2D drafting
- Understanding of 3D modeling
- Digitalizing Conceptual sketches as 3D forms for better understanding of the structure
- Development of form by importing and exporting the files in different software
- Introduction of analysis tools and techniques in testing designs

*Course Outcomes:*

- Development of understanding of essential 2D and 3D tools
- Enhancement of creativity and productivity of designers
- Understanding of animation, compositing, and simulation methods.